

Model Curriculum

Set Painter

SECTOR: MEDIA AND ENTERTAINMENT
**SUB-SECTOR: Television, Print, Radio, Digital,
Out-of-home**
OCCUPATION: Set Painter
REF ID: MES/ Q 3104
NSQF LEVEL: 3



Certificate

CURRICULUM COMPLIANCE TO QUALIFICATION PACK – NATIONAL OCCUPATIONAL STANDARDS

is hereby issued by the

Media and Entertainment Skill Council

for

MODEL CURRICULUM

Complying to National Occupational Standards of
Job Role/ Qualification Pack: **'Set Painter'** QP Ref. No. **'MES/Q3104, NSQF Level 3'**

Date of Issuance: 27th January 2022

Valid up to: 25th January 2027

* Valid up to the next review date of the Qualification Pack

Authorized Signatory
Media and Entertainment Skill Council



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Set Painter

CURRICULUM / SYLLABUS

This program is aimed at training candidates for the job of a “Set Painter”, in the “Media and Entertainment” Sector/Industry and aims at building the following key competencies amongst the learner

Program Name	Set Painter		
Qualification Pack Name & Reference ID. ID	MES/Q3104		
Version No.	2.0	Version Update Date	27-Jan-22
Pre-requisites to Training	Class X pass with one-year relevant experience OR Class 8th with ITI with one-year relevant experience Min Age: 18 Year		
Training Outcomes	<p>After completing this programme, participants will be able to:</p> <ul style="list-style-type: none"> • Analyzing the production brief • Estimating materials and tools needed • Treating surfaces • Understanding the production brief • Applying paint through different techniques • Understanding the production brief • Achieving paint finishes • Understanding the brief • Producing stencil effects • demonstrate the production brief • Applying wall coverings • Understanding the production brief • Applying metal leaf • Understanding the health, safety and security risks prevalent in the workplace • Knowing the people responsible for health and safety and the resources available • Identifying and reporting risks • Complying with procedures in the event of an emergency 		

This course encompasses 7 out of 7 National Occupational Standards (NOS) of “Set Painter” Qualification Pack issued by “Media & Entertainment Skills Council”.

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	<p>Prepare Surfaces for Painting</p> <p>Theory Duration (hh:mm) 10:00</p> <p>Practical Duration (hh:mm) 20:00</p> <p>Corresponding NOS Code MES /N 3115</p>	<ul style="list-style-type: none"> Understand the production’s desired finishes/ effects from the brief provided by the Production Designer/ Art Designer, which may include: simple painting, complex painting effects, specialized finishes such as wood or stone finishes, stenciling/ drawing effects Correctly estimate the material/ tool requirements and minimize wastage, which may include paint, solvents and other materials, hand and machine tools, access and working platforms (e.g. ladders, stools, custom-built platforms etc.) Treat surfaces and prepare them for painting as per the required timeframe and plans Complete the task within the required timeframe and minimize wastage of materials 	Laptop, white board, marker, projector,
2	<p>Apply Paint using Brush, Roller or Spray</p> <p>Theory Duration (hh:mm) 10:00</p> <p>Practical Duration (hh:mm) 20:00</p> <p>Corresponding NOS Code MES /N 3116</p>	<ul style="list-style-type: none"> Understand the production's desired finishes/effects from the brief provided by the Production Designer/Art Designer Identify the appropriate type of paint, which may include water-based paints, oil-based paints, etc. Applying wet plaster directly to the surface" Apply the paint using the identified application technique Apply the paint using the identified application technique 	Laptop, white board, marker, projector,
3	<p>Produces Finishes and Effects</p> <p>Theory Duration (hh:mm) 10:00</p> <p>Practical Duration (hh:mm) 30:00</p>	<ul style="list-style-type: none"> Understand the production’s desired paint finishes/ effects from the brief provided by the Production Designer/ Art Designer Identify the appropriate techniques and materials to achieve the following types of finishes/effects on painted surfaces: Basic brush graining (for wood) and marbling (for stone) effects, Replica wood or stone finishes, broken color effects (e.g. bagging, clouding, color wash, dragging, frottage, 	Laptop, white board, marker, projector,

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	<p>Corresponding NOS Code MES /N 3117</p>	<p>mottling, rag-rolling, sponging, stippling)</p> <ul style="list-style-type: none"> Apply the paint using the identified application technique and materials Complete the task within the required timeframe and minimize wastage of materials 	
4	<p>Produce Stencil Effects</p> <p>Theory Duration (hh:mm) 10:00</p> <p>Practical Duration (hh:mm) 20:00</p> <p>Corresponding NOS Code MES /N 3118</p>	<ul style="list-style-type: none"> Understand the producer's desired stencil effects from the brief provided by the Production Designer/Art Designer Create customized stencils, where appropriate PC3. Correctly place and apply created, or prefabricated, stencils Use appropriate techniques (e.g. stencil brushes, stencil rollers) to apply paint within cut out areas Use appropriate techniques (e.g. sponges or other specialized materials) to create effects within cut out areas Complete task within required timeframes and minimize wastage of materials 	<p>Handbook, White board, marker, computer system, projector, PPTs</p>
5	<p>Apply Wall Coverings</p> <p>Theory Duration (hh:mm) 05:00</p> <p>Practical Duration (hh:mm) 25:00</p> <p>Corresponding NOS Code MES /N 3119</p>	<ul style="list-style-type: none"> Understand the production's desired wall coverings from the brief provided by the Production Designer/Art Designer Identify appropriate techniques and tools to apply the following types of wall coverings: cut outs (wall decals, stickers, tattoos), sheet (wall paper paper-based, vinyl-based), sheet (fabrics) Apply the wall coverings using the identified application technique and materials Complete the task within the required timeframe and minimize wastage of materials 	<p>Handbook, White board, marker, computer system, projector, PPTs</p>

Sr. No.	Module	Key Learning Outcomes	Equipment Required
6	<p>Apply Metal Leaf</p> <p>Theory Duration (hh:mm) 10:00</p> <p>Practical Duration (hh:mm) 20:00</p> <p>Corresponding NOS Code MES /N 3120</p>	<ul style="list-style-type: none"> Understand the production's desired metal leaf finishes/effects from the brief provided by the Production Designer/ Art Designer Apply adhesive to prepare the surface for gilding/ foiling Apply metal leaf on flat, raised, even and uneven surfaces Apply various metal leaf varieties including brass, copper, aluminum as well as leafs containing precious metals Burnish/polish the surface to achieve a uniform metallic finish Complete the task within the required timeframe and minimize wastage of materials 	<p>Handbook, White board, marker, computer system, projector, PPTs</p>
7	<p>Maintain Workplace, Health & Safety</p> <p>Theory Duration (hh:mm) 20:00</p> <p>Practical Duration (hh:mm) 30:00</p> <p>Corresponding NOS Code MES/N 0104</p>	<ul style="list-style-type: none"> Understand and comply with the organisation's current health, safety and security policies and procedures. Understand the safe working practices pertaining to own occupation. Understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises Participate in organization health and safety knowledge sessions and drills Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms Identify aspects of your workplace that could cause potential risk to own and others health and safety Identify and recommend opportunities for improving health, safety, and security to the designated person Report any hazards outside the individual's 	<p>Handbook, White board, marker, computer system, projector, PPTs</p>

Sr. No.	Module	Key Learning Outcomes	Equipment Required
		<p>authority to the relevant person in line with organizational procedures and warn other people who may be affected</p> <ul style="list-style-type: none"> Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority. 	
	<p>Total Duration 300:00</p> <p>Theory Duration 75:00</p> <p>Practical Duration 165:00</p> <p>OJT 60:00</p>	<p>Unique Equipment Required: Laptop, PowerPoint & white board, marker, projector, Laptop, Sample pictures and videos, Cleaning tools, electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit</p>	

Grand Total Course Duration: **300 Hours, 0 Minutes**

(This syllabus/ curriculum has been approved by [Media and Entertainment Skill Council](#))

Trainer Prerequisites for Job role: “Set Painter” mapped to Qualification Pack: “MES/ Q 3104, v2.0”

Sr. No.	Area	Details
1	Description	Set Painter in the Media & Entertainment Industry is responsible for painting different surfaces and producing specified finishes/ effects. This job need to understand painting requirements, paint a variety of surfaces and produce desired effects.
2	Personal Attributes	This job requires the individual to paint different elements of the set as per the script requirements. The individual should possess painting skills e.g. how to apply paint using brush, roller or spray techniques. The individual may also have specialized painting skills e.g. techniques to produce specific effects, application of wall paper, application of metal leaf etc. The individual should possess basic literacy and numeracy skills, and be able to communicate effectively with the set construction team. The individual must be flexible and innovative, and should be able to contribute in identifying ways to make set construction more cost effective.
3	Minimum Educational Qualifications	Preferable XII
4a	Domain Certification	Certified for Job Role: “Set Painter” mapped to QP: “MES/ Q 3104, v2.0”. Minimum accepted score is 70%
4b	Platform Certification	Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “MES/Q 3104”. Minimum accepted % as per respective SSC guidelines is 60%.
5	Experience	Minimum 2 years of experience as Set Painter, 3-5 Years of work experience (Set Painting Supervisor)

Annexure: Assessment Criteria

Assessment Criteria	
Job Role	Set Painter
Qualification Pack	MES/ Q 3104, v1.0
Sector Skill Council	Media & Entertainment

Sr. No.	Guidelines for Assessment
1	Criteria for assessment for each Qualification Pack will be created by the Media and Entertainment Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for each PC.
2	Each NOS will be assessed both for theoretical knowledge and practical
3	The assessment will be based on knowledge bank of questions created by the SSC.
4	Individual assessment agencies will create unique question papers for theory and skill practical part for each candidate at each examination/training centre
5	To pass the Qualification Pack, every trainee should score a minimum of 60% in every NOS
6	In case of successfully passing only certain number of NOS's, the trainee is eligible to take subsequent assessment on the balance NOS's to pass the Qualification Pack

	NOS	NOS NAME	Weightage
1	MES / N 3115	Prepare Surfaces for Painting	20%
2	MES/ N 3116	Apply Paint using Brush, Roller or Spray	20%
3	MES/ N 3117	Produces Finishes and Effects	20%
4	MES/ N 3118	Produce Stencil Effects	10%
5	MES/ N 3119	Apply Wall Coverings	10%
6	MES/ N 3120	Apply Metal Leaf	10%
7	MES / N 0104	Maintain workplace health and safety	10%

			100%
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Job Role	<u>Set Painter</u>					
NOS CODE	NOS NAME	Performance Criteria			Marks Allocation	
			Total Mark	Out Of	Theory	Skills Practical
MES/ N 3115	Prepare Surfaces for Painting	PC1. Understand the production's desired finishes/ effects from the brief provided by the Production Designer/ Art Designer, which may include: simple painting, complex painting effects, specialized finishes such as wood or stone finishes, stenciling/ drawing effects	100	30	15	50
		PC2. Correctly estimate the material/ tool requirements and minimize wastage, which may include paint, solvents and other materials, hand and machine tools, access and working platforms (e.g. ladders, stools, custom-built platforms etc.)		30	15	
		PC3. Treat surfaces and prepare them for painting as per the required timeframe and plans		20	10	
		PC4. Complete the task within the required timeframe and minimize wastage of materials		20	10	

			Total	100	50	50
MES/ N 3116	Apply Paint using Brush, Roller or Spray	PC1. Understand the production's desired finishes/effects from the brief provided by the Production Designer/Art Designer	100	20	10	50
		PC2. Identify the appropriate type of paint, which may include water-based paints, oil-based paints, etc. Applying wet plaster directly to the surface"		20	10	
		PC3. Apply the paint using the identified application technique		20	10	
		PC4. Apply the paint using the identified application technique		10	5	
			Total	100	50	50
MES/ N 3117	Produce Stencils and Setting-Out Details for Standard Woodwork	PC1. Understand the production's desired paint finishes/ effects from the brief provided by the Production Designer/ Art Designer	100	30	15	50
		PC2. Identify the appropriate techniques and materials to achieve the following types of finishes/effects on painted surfaces: Basic brush graining (for wood) and marbling (for stone) effects, Replica wood or stone finishes, broken color effects (e.g. bagging, clouding, color wash, dragging, frottage, mottling, rag-rolling, sponging, stippling)		30	15	

		PC3. Apply the paint using the identified application technique and materials		20	10	
		PC4. Complete the task within the required timeframe and minimize wastage of materials		20	10	
			Total	100	50	50
MES/ N 3118	Produce Stencil Effects	PC1. Understand the producer's desired stencil effects from the brief provided by the Production Designer/Art Designer	100	20	10	50
		PC2. Create customized stencils, where appropriate		20	10	
		PC3. Correctly place and apply created, or prefabricated, stencils		20	10	
		PC4. Use appropriate techniques (e.g. stencil brushes, stencil rollers) to apply paint within cut out areas		20	10	
		PC5. Use appropriate techniques (e.g. sponges or other specialized materials) to create effects within cut out areas		10	5	
		PC6. Complete task within required timeframes and minimize wastage of materials		10	5	
			Total	100	50	50
MES/ N	Apply Wall Coverings	PC1. Understand the	100	30	15	50

3119		production's desired wall coverings from the brief provided by the Production Designer/Art Designer				
		PC2. Identify appropriate techniques and tools to apply the following types of wall coverings: cut outs (wall decals, stickers, tattoos), sheet (wall paper paper-based, vinyl based), sheet (fabrics)		30	15	
		PC3. Apply the wall coverings using the identified application technique and materials		20	10	
		PC4. Complete the task within the required timeframe and minimize wastage of materials		20	10	
			Total	100	50	50
MES/ N 3120	Apply Metal Leaf	PC1. Understand the production's desired metal leaf finishes/effects from the brief provided by the Production Designer/ Art Designer	100	20	10	50
		PC2. Apply adhesive to prepare the surface for gilding/ foiling		20	10	
		PC3. Apply metal leaf on flat, raised, even and uneven surfaces		20	10	
		PC4. Apply various metal leaf varieties including brass, copper, aluminum as well as leafs containing precious metals		20	10	

		PC5. Burnish/polish the surface to achieve a uniform metallic finish		10	5	
		PC6. Complete the task within the required timeframe and minimize wastage of materials		10	5	
			Total	100	50	50
MES/ N 0104	Maintain workplace health and safety	PC1. Understand and comply with the organization's current health, safety and security policies and procedures	100	10	5	50
		PC2. Understand the safe working practices pertaining to own occupation		10	5	
		PC3. Understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises		5	3	
		PC4. Participate in organization health and safety knowledge sessions and drills		5	2	
		PC5. Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency		10	5	
		PC6. Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms		10	5	

		PC7. Identify aspects of your workplace that could cause potential risk to own and others health and safety	10	5	
		PC8. Ensure own personal health and safety, and that of others in the workplace though precautionary measures	10	5	
		PC9. Identify and recommend opportunities for improving health, safety, and security to the designated person	5	3	
		PC10. Report any hazards outside the individual's authority to the relevant person in line with organizational procedures and warn other people who may be affected	10	5	
		PC11. Follow organization's emergency procedures for accidents, fires or any other natural calamity in case of a hazard	10	5	
		PC12. Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority	5	2	
		Total	100	50	50